Please substitute the following paragraph for the Abstract. The substitute paragraph is clean and has no underlining or brackets. A marked-up version of the paragraph is provided in Appendix A.

A gaming machine with devices able to output entertainment content (e.g. movies, TV programming, audio programs and advertising) from entertainment content sources located within the gaming machine or outside of the gaming machine is described. A player utilizing the gaming machine may access, independently of game play, entertainment content on the gaming machine where access to the entertainment content is granted according to a predetermined fee. In addition, the player utilizing the gaming machine may receive personal messages on the gaming machine. For example, while utilizing the gaming machine, a player may receive, e-mail, stock quotes, news and advertising that is of particular interest to the player utilizing the gaming machine.

## **IN THE DRAWINGS:**

Corrected drawings of FIGs. 1, 2 and 3 are enclosed with the reply to the office action.

## **IN THE CLAIMS:**

Marked-up versions of the amended claims have been reproduced below in an appendix A on a separate page. All the pending claims have been reproduced in the appendix for the convenience of the examiner. The amended claims below are "clean," having no underlining or brackets. Please substitute the clean versions of claims 1, 15, 19, 20, 21, 24 and 26 have been amended. Please cancel claims 30-40. Please add claims 41-44.

- 1. (Amended) A gaming machine comprising:
- a video display device coupled to a main cabinet of the gaming machine;
- a master gaming controller that controls one or more games played on the gaming machine and presents a game outcome presentation on said video display device;
  - at least one input device for selecting an entertainment content source; and
- at least one output device configured to output entertainment content from the selected entertainment content source,

wherein the video display device can be split into a plurality of windows for allowing a simultaneous display of at least the game outcome presentation in a first window of the video display and video-formatted entertainment content in a second window of the video display device.

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